
Title: Journal of a Trammie Vol. 1

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In my many visits to Felucca, i have encountered three types of people: those that are just there, several are very skilled warriors, and the rest, well... The rest have shown cowardice beyond anything that I ever imagined existed. Angry with the very existence of Trammel, they belittle, and mock its residents. I believe this to be the general mentality, due to the simple fact that there is a severe shortage of vulnerable people to take advantage of (ie, visitors new to the land, and nonaggressive crafters and merchants). The 3rd type of Feluccian (now, refered to as the "Fely-DungBug") are similar to hungry flys that swarm visitors to their land, like a warm pile of dung; frenzied with starvation, they race to get their mouthful. The same applies in combat: what may seem like a "One-On-One" brawl at first, will quickly turn into "A Lot More than One-On-One", once the Fely-DungBug begins losing. And that in itself, must be expanded upon. The constant rantings of these cowards such as, that they are the superiors of any resident of Trammel, only magnifies their weakness.

The only people from Felucca to be feared in true One-On-One combat are the people that have tasted the power of several Sacred Scrolls. For these people have become very powerful opponents & unlike their wanna-be counterparts, do not need to scream for help when being attacked. It is quite entertaining to see a braggart talk down to a "Trammie" in that special way that they do, and then run crying for help when their life is hanging by a thread, from the fingers of such an "unworthy" opponent. What is almost as entertaining as witnessing such a sight, is then listening to the nonsense and excuses made by the Fely-DungBug after the fact. Yes, they do vary in severity and variety, depending mainly on how bad they were being beaten, and how many people it took to "Rescue" them from the grip of death. Some of these include, "Go home Trammie, we dont want your kind here", and strange letter/number combinations that i must assume state, "If not for my friends' and their impeccable timing, i would be very much dead.". Once in a while, the Fely-DungBug will be at a loss for words, silently walking away licking its wounds, completely consumed with shame and embarassment. Many tired phrases have been used to justify these occurances such as, "Fel is Fel, and anything goes." and "If you dont like Felucca, dont come here.", but the only thing that can bring absolute

justification to these matters is the truth; Felucca is a waste-land, infected by the diseased minds of beings too self-seeking to tend to their crumbling world. The times have changed, and the world, with its people must now follow. Felucca will burn, that is obvious, but the real questions are; With the Age of Shadows to come, where will you be? What will you be doing? Are you still going to hide behind other people? Or more importantly, will that even matter? To be honest, i dont think its going to matter at all. The energies from Malas can be felt even now. Who can say that new champions of evil do not exist under its surface? And who's to say that vile beings havent been plotting to take control of places beneath even... Trammel itself? The end is a lot closer for not only many creatures, but for the very lifestyles that these beings pride themselves on - Beast and Man alike These are my notes as of late. They will be updated every now and then to show the progress of my studies.

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